PRIMAL
THE AWAKENING

CAMPAIGN BOOK

THE PATH OF THE LANTERN

A thousand Voices of men and monsters,
as one in the darkness,
they shout their anger filled with desire,
overflowing with ferocity.

It is you I seek, can you see me?
Do you trust me?

MAP OF THYREA

NIZ-MARAGA

QUEST SCENARIOS

36 THE MONSTER OF MUARA

Pazis miniature

1x Cyricae

2x Beathanis

1x Brush

1x Jungle Brush

1x Synaerea

SPECIAL RULES

Paralyzing Spore cards: Each player has a reserve of 4 Paralyzing Spore cards associated to their hunter (see the matching class icon on the card back). Keep those cards close at hand and use them when instructed by card abilities during the game.
Paralyzing Spore cards are explained in detail on page 3 of the *Feather Expansion* rules.

Behavior deck setup: Leave *Pazis'* Aerial Evasion card out of the behavior deck. This card is considered to be out of play until a card ability instructs you to interact with it.

INTRODUCTION

For years now, Alborea has expectantly referred to it as its "Sister City": Muara quickly became an important outpost, with a wealth of resources, thanks to everything the lush jungle of Niz-Maraga has to offer. As the Commander explained to you, today, the outpost is a strategic base for all expeditions to the east in the region. The berserk Pazis is a danger to the seekers as well as all the people – builders and gatherers – who live in the outpost.

You think back to the description of the creature as you move cautiously through the jungle. It is said to be fast and able to blend in with the colors of the vegetation. Its saliva is a paralyzing poison that immobilizes its prey and its sharp, hooked claws are strong enough to pierce bone. As far as you know, it is low-flying and waits to ambush its prey perched on the large branches of the ancient trees in the Niz-Maraga jungle; it could be anywhere right now, sniffing out your movements. You walk in silence, so as not to pierce the blanket of silence that covers all the plant life, and not to reveal your presence.

Suddenly, Mirah stops short in front of the group, bends down to observe a fresh animal print and motions for you all to move slowly. Crouching down, you advance, and, after moving aside a large, sharp fern blocking the way, you finally see the Pazis in front of you: it is much larger than the average specimen of its species. You observe it while it feeds on the still-warm and bloody body of its prey, whose chest has been ripped open around the heart. You have just enough time to move sideways and get into position before the monster suddenly inflates its nostrils, turns in your direction, and the silence is immediately shattered by a ghastly shriek, like a blade scratching on stone. Menacingly, the Pazis puffs out its chest in front of you. The crest of colorful feathers around the creature's head vibrates menacingly and a blood-chilling hiss comes out of its maw.

As it makes its way toward you by harpooning the ground with its talons, the monster stretches out its wings, displaying a pattern of dozens of eyes that seem to stare right at you. Eyes that are eager to witness your demise.

CONCLUSION

You remove your blades from the monster's lifeless body. Its skin is still warm as you run your fingers over the rough feathers covering it.

"Perhaps Thessa might find its saliva of some use," you think as you stare at the monstrous mouth, frozen in a grimace of death, its teeth still dripping with venom.

"Come and see!" Mirah, who went off on patrol after the fight, signals the group to join her.
In the dazzling green of the forest, just beyond the battle site, you come across the ruins of what appears to be an ancient sanctuary. There is a circle of columns, almost suffocated by vines, with a statue of a woman in the center, worn by the passage of time and covered in moss. At the base of the altar at the back, you discover a trap door that leads to a crypt below.

You descend carefully; the chamber below is narrow, and the

entire floor is covered in a relief carving of a crescent moon in a starry sky. All the walls of the crypt are entirely painted in bright colors. The scenes all converge toward a central design, which depicts a large dragon with colorful feathers, as bright as the stars in the sky. In the image, some of its feathers fall to the ground and turn into shoots of plants and flowers to form a large multicolored forest.

Fascinated, you remain there for some time, staring at the images on the walls, wondering what kind of ancient people could have created them and what other secrets Thyrea's past may hide.

Quest rewards on page 18

37 THE RIVER DRAGON

Nagarjas miniature

1x Cyricae

1x Beathanis

1x Jungle Brush

1x Synaerea

2x Wildmaw

2x Water

INTRODUCTION

Marching along the riverbank, you hear the frothy gurgling of cascading water in the distance. Your feet step on some brightly colored feathers that have been squashed into the mud. You brush aside the thick green leaves shading the ground and notice clawed paw prints in the muddy earth. You continue warily, scanning the waters of the turquoise river for even the slightest ripple. Here, the trees sink their roots into the water, as knotted as the fingers of an old healer mixing her ointments.

As you trudge your way through the mangroves, you suddenly see a silvery wave in the middle of the river, swimming swiftly past you. A monster with a sinuous body leaps out of the water, lands on the bank, and dazzles you with the reflected light of the sun bouncing off its scales. The water in the river, which up to now had been placid and slow-moving, begins to get choppy.

Hissing, the river dragon stands between you and the forest. Behind you, you can hear the seething waters crashing against the riverbank, as fierce as the monster pursuing you. There is no time to lose: the monster is summoning the current to flood the river. You realize you have no choice but to kill it before you are swept away by the violent surging waters.

CONCLUSION

You manage to avoid the river reaching full flood by a whisker. As soon as the monster falls to the ground, the torrent also subsides.

Finally, you reach Mistaria Falls and look for the entrance to the cave that the seekers have discovered. The water washes away the mud and your tiredness, and you find yourselves in a deep cave on the other side of the waterfall.

Huddled against the walls are skeletons that have been picked clean and a carpet of feathers and scales, the remains of the monster's last molt. The roar of the waterfall is deafening, so you decide to get away from it by taking a few steps deeper inside and exploring the back of the cave, which is shrouded in darkness. Slowly, the noise of the water seems to fade, and you can make out a new faint vibration in the air.

First comes a breath, a long breath that forces your own breath to slow down and follow it. In the dark, it is as if you can hear two enormous lungs breathing in and out. In the indistinct hissing of the air, you manage to distinguish the echo of many beastly voices that slowly merge into a single roar that resounds like thunder in your chests. You feel the frantic pounding of your hearts in your ears and the metallic taste of blood in your throats. You grit your teeth as if you too were obliged to join in the roar. With some effort, you raise your torches in front of you, illuminating a small crevice at the bottom of the cave wall.

You can't resist any longer; in a daze, you move away from the back wall and make your way out of the cave in a desperate search for silence.

Quest rewards on page 18

38 A HUNT IN THE JUNGLE

Pazis miniature

2x Wildmaw

1x Beathanis

1x Brush

1x Jungle Brush

1x Synaerea

SPECIAL RULES

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Behavior deck setup: Leave *Pazis'* Aerial Evasion card out of the behavior deck. This card is considered to be out of play until a card ability instructs you to interact with it.

INTRODUCTION

As soon as you enter the abandoned outpost, you feel a chill and instinctively move closer together. It seems that the jungle wanted to quickly erase all traces of human life. What remains of the dwellings has already been covered by lush vegetation. The vast, glossy leaves have vivid, hypnotic colors: the perfect hunting ground for Pazis, which use their iridescent feathers to camouflage themselves among the plants.

You walk in silence to try to pick up even the slightest flutter of wings and advance by cutting liana stems, careful not to let any of their acidic sap drip on you, and not to step on the thorny brambles. Before you set off, Thessa, the Herbalist, gave you a bag of empty vials, which now clink against your back.

"The natural world on Thyrea reacts to the presence of monsters. When you are safe, please collect some samples from any carnivorous plants you come across," she said.

You reach what used to be the center of the outpost and see that a forest of tall flowers has grown there, giving off a sweet scent. You approach, but suddenly, a cacophony of shrill cries can be heard in the sky above you.

You see a furious clash between two enormous Pazis in flight, which continues until one of them plummets to the ground between the gigantic flowers. In a flurry of feathers, the winning monster lands in front of you and lets out a spine-chilling cry of triumph.

Already riled up by the fight with its rival, venomous saliva starts dripping from its mouth and it throws itself at you with its hooked claws outstretched, ready to snatch you up.

CONCLUSION

The sun has already begun to set when the large Pazis finally collapses to the ground. Still crazed by the heat of combat, you cut through its palate to get at the poison sacs and squeeze every last drop into your vials.

You remember the other specimen, which was killed by the monster and plummeted to the ground among the fragrant plants. You go in search of the carcass but, as soon as you near those plants, you stop dead in your tracks in astonishment.

The tall, flowery stems give off an intoxicating perfume, but below, the fleshy leaves are covered in a sticky paste that traps and dissolves any creature unwary enough to approach. The fallen Pazis is covered in shiny paste and the leaves have already closed around it, to slowly absorb its flesh.
In some of the leaves of the carnivorous plants, you can also see small insects, still moving their legs in the throes of death.

The Awakening has many faces: the appetites of all the living beings on Thyrea are stirring. You neatly cut off some leaves, saturated with sticky poison, and seal them inside the vials: Thessa will have new ingredients to add to her concoctions.

On the return journey along the river, on the path, you find the footprints of a monster leading into the water: none of you can match them to any known species. Above you, the tracery of branches silhouetted against the light looms like a cage, but you manage to make it out of the Niz-Maraga jungle unharmed before nightfall.

Quest rewards on page 18

39 THE STONES OF THE PRIMORDIALS

Nagarjas miniature

1x Cyricae

1x Beathanis

1x Brush

1x Jungle Brush

1x Synaerea

1x Wildmaw

INTRODUCTION

"I know this place," the Keeper quickens his pace and reaches the riverbank.

Here, the great river slows its course and starts to meander, spreading out serenely and forcing the forest to make room for it. The trees cling tightly to the soil along the riverbank with their roots and vines dangling from the branches of trees to drink the water flowing by. Algae and water lilies grow in the placid water. The steam that rises from the turquoise river fills your lungs and slows you down, but the Keeper, driven by the thrill of discovery, is a few steps ahead of you and has reached a majestic tree that stands out in the labyrinth of creeping vegetation.

"The temple is down here, between the roots! The passage has become overgrown over the centuries," says the Keeper, starting to cut some of the roots with his short dagger.

Only now do you notice the enormous animal prints on the ground, identical to those you found near the outpost that was destroyed by the Pazis. Scattered all around and mixed into the mud, you notice pearlescent scales and multicolored feathers. You look up and immediately dive on top of the Keeper to drag him out of the away.

In a flash of silver, a monstrous shape swoops down from the tree and lands in front of you. The monster unfurls its long serpentine body, which reflects the sunlight, blinding you. It surrounds you, and herds you up against the riverbank, separating you from the Keeper.

Behind you, you can hear the emerald water in the river has started to seethe and swirl unnaturally. The creature hisses and its barbels quiver in rage. It lets out a roar that blends with an indistinct, distant rumble: the current of the raging river is about to crash into you. There is no time to lose: the monster is summoning the surging river torrent!

You feel the familiar rush of adrenaline that precedes a battle explode in your chest and you launch into an attack.

CONCLUSION

The feathered dragon scratches at the air with its paw one last time, gnashes its teeth, and gives itself up to death.

You go back to join the Keeper and take shelter at the foot of the tree to let the flood waters recede. Without the monster's energy to give it impetus, the water quickly loses its destructive force and barely erodes the soft soil on the riverbanks.

Together you cut through the roots and clear the passage into the ancient temple. You descend slowly and find yourselves in a small stone structure. Vegetation has opened cracks in the walls and the central altar is covered with moss and plants. One wall is still intact, on which you can make out large bas-reliefs adorned with gems set into the stone. You stare wide-eyed at the sight of the colossal creatures depicted next to the minuscule silhouettes of human figures. They appear as mighty as beasts and as solemn as ancient deities. Some of them have very tall, thin bodies, with large star-shaped eyes; others, however, are stockier, as wide as mountains, with gigantic horns or long curled mustaches. Unfortunately, many of the

shapes can no longer be made out due to the humidity, which has smoothed the rock, and the plants, which have wormed their way into the temple.

"The Primordials..." whispers the Keeper, and stares at them with desire and nostalgia.

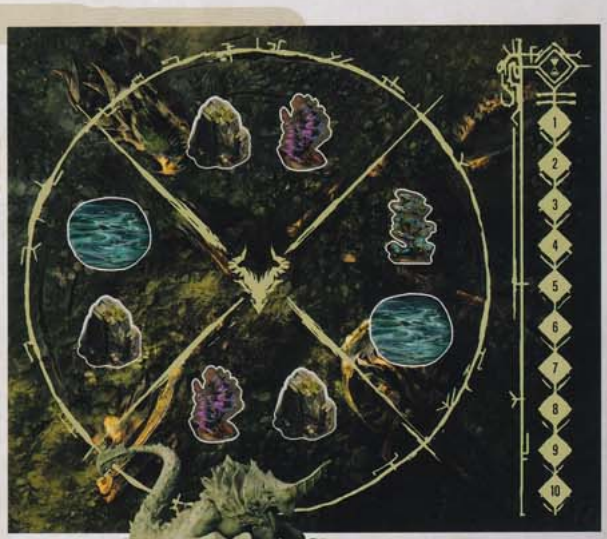
He turns to the altar and rubs the vegetation away until a faint glow is revealed. The four stones of his vision are still there, set into the rock, illuminating your stunned faces. The Keeper invites you to get closer and you all touch them.

You try to make space within yourselves for a new sensation that fills you up like water, like wind, like fire. You feel that a single energy flows within each of you, in the Keeper, in the plants that inhabit that place, and in every other living being on Thyrea. An instant later, however, the perception of that bond fades and you feel unable to hold it any longer, as if a silk ribbon has slipped from your hands.

Noatar begins digging around the stones using his dagger as a chisel until he manages to remove them from the altar. You hold them in your hands animated by the desire to bring to Thyrea the same harmony that those small stones transmitted to you – a gift forgotten by man and time.

Quest rewards on page 19

40 THE ABYSS BEYOND THE WATERFALL



Jekoros miniature

3x Rock

2x Water

2x Cyricae

1x Beathanis

SPECIAL RULES

Charge track: Set the charge level to 0 by placing the corresponding marker in the space on the charge track. The charge track is explained in detail on page 95 of the *Rulebook*.

Special attrition cards: Remove all base attrition cards with an attrition value of 1 from the attrition deck, and add in *Jekoros'* special attrition cards instead. Special attrition cards are explained in detail on page 98 of the *Rulebook*.

INTRODUCTION

No one loves the dark. It may be because of the stories told by nannies, the creeping silhouettes that move on the walls at night, or the monsters, real monsters, that lurk in the darkest abysses of the wilderness. There is something absolute in the experience of darkness, something primal and oppressive. Until today, however, none of you had ever truly known darkness.

For almost an entire day, you have hidden from the sunlight, leaving behind the roar of the great Mistaria Falls, which conceals the entrance to a complex of tunnels and mysterious caves. Guided by the Commander's lantern, you delve deeper into the yawning abyss of the subterranean world.

Reja's lantern almost seems unable to penetrate the cloak of shadows that stagnates in this place, which has been consigned to oblivion by the world.

Light is the only thing that allows you to put any distance between yourselves and what is out there, which is other than you. Without it, you are one with the darkness. You feel so far away from the surface that you seem to be heading for the heart of the world. Your footsteps became uncertain, your breathing agitated. You hear loud beating sounds, rumbling like drums. You think it is your heartbeat, then you see Reja quickly move the lantern as if seized by a sudden revelation. The light settles on the gaping jaws of a nameless, faceless monster.

CONCLUSION

Your nanny often frightened you with ancient legends about the darkness and the light, telling you tales of monstrous creatures from the inky depths underground.

"Jekoros... that's what she called them," you think, as you gingerly tend to your wounds after the fight.

How long has this monster been alive down here? What does it feed on? What weird ecosystem could possibly exist in this shadowy abyss? Full of questions and fascinated by the creature's unusual anatomy, you do not realize that the Commander is no longer with you.

As soon as you notice her absence, you quickly light a torch and start searching for her. You call out to her several times, overcoming your fear of attracting other creatures, but your voice seems to dissolve into nothing, absorbed by the impenetrable ocean of blackness surrounding you. You advance slowly and hesitantly, like a sailboat without wind.

As you descend deeper into the endless caves, you begin to hear a buzzing in the air: an incessant background noise that, just moments before, you were unable to make out. The echo of a sibilant voice reaches your ears, as elusive as a siren's song, charged with a sudden emotion that overwhelms you and, at the same time, is difficult to comprehend.

If you had the hearing of a monster, you think to yourselves, you would be able to hear and understand the very whispers of the earth itself; if you had the eyes of a monster, you would be able to see beyond the black mist; and if you had its lungs, you

would be able to run fast and find the Commander. If you had the strength not of one, but of all the monsters on Thyrea, you could put an end to this nightmare for mankind, and you could even reclaim and take possession of all the lands there, from the warmest and brightest to the coldest and darkest.

You feel your muscles contract, you clench your fists as you shake off these thoughts and continue holding your lanterns aloft. Suddenly, that voice recedes, overpowered by the roaring noise of earth shaking and rocks shattering. You call out for Reja again, loudly, and quicken your pace, dodging the shadows as if they were branches in a forest. Finally, you emerge into a large underground chamber where the echo of your calls expands and sounds weaker as it returns from further away. Two eyes as bright as lightning bolts are waiting for you a little further on.

As you get closer, the silhouette of Reja takes shape, standing on the edge of a cliff. There is something new and frightening about her. You look up, following the Commander's gaze, and your torches illuminate a gigantic tunnel in the rock. You can still see the claw marks left behind by the creature that furiously dug it out. The roar that sweeps across the earth envelops you and rocks the entire underworld.

The Commander finally addresses you in the dry, decisive tone of someone who has forever abandoned the darkness of the cave in which they used to live.

"Alborea is in danger. We must return immediately."

Quest rewards on page 20

2

QUEST REWARDS AND EXPIRATION

36 The Monster of Muara

Unlock the Feather Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 2x 1x

Plants: 2x 1x 1x 1x

Gain the achievements *"The Jungle of Muara"* and *"The Poison of the Pazis"*.

Pazis blood vision

I flee into the purple twilight, a shadow among the shadows. The darkness has always wrapped around me like a cloak, but now it tightens like a snare and suffocates me. I keep running until I find myself in a clearing. I look up, and for the first time, the light of the sky falls upon my face.

The crystal-clear stars dazzle me and, as I observed them, they align to form symbols and constellations that I have never seen before. It is almost as if they are trying to speak to me, like they have a secret to reveal. Suddenly, images emerge from the abstract shapes that gradually become sharper and more precise before my very eyes, until I can clearly make out shapes and colors.

I see myself, a woman with a slender, tapered body, entering a dark cave. In the vision, I move with slow, cautious steps. Colossal carcasses emerge from the darkness, so large that my lantern cannot fully illuminate them. Their chests have been butchered, the rib cages torn open, but the corpses have given new life to the flowers and plants, rocks and rivulets of water they now host.

I bend down to pick something up when, suddenly, from the back of the cave, I see a light shining. It is small and warm; it seems to have been abandoned in the darkness of that place eons ago. I see myself taking a step toward the light. I stretch out my long black fingers, but the images suddenly disappear. I find myself alone again, in the clearing, staring at the colors of the stars.

My breath trembles in astonishment at what I have just experienced. What was that light there in the pitch black of the cave? How can it survive in the midst of so much darkness? I must find that place and reach the light – I feel this is my destiny.

37 The River Dragon

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 1x 1x

Plants: 2x 2x 1x

Gain the achievements *"The Lantern Bearer"* and *"The Echo of the Waterfall"*.

Nagarjas blood vision

"We are abandoning our land; we are surrendering it to those monsters!"

Camped on the edge of the forest, a group of travelers, divided into two factions, are quarreling furiously.

"We must fight and use our power!" the first speaker continues: "Enough running away!"

Some of them nod their heads repeatedly in approval, until one of the group stands up and answers.

"And where do you think your power will lead you?" he replies. "Those who flee, hide in the darkness, while we carry our light high," he adds.

"Faith in the woman with the lantern will lead you to your end," the other replies contemptuously, as some of his group walk away. "Our paths diverge here," he adds.

"You see things from the wrong point of view. She is the one who trusted us," says the other man, and he picks up the large, brightly lit lantern to continue his journey north: the exodus from Thyrea.

38 A Hunt in the Jungle

Unlock the Feather Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 2x 1x

Plants: 2x 1x 2x

Unlock Quest 39.

Unlock Reward card 25 (unlock both copies of this card).

Pazis blood vision

"Where do you think she's taking us?" someone asks, in a whisper.

"I don't know...," I reply, "but the light from her lantern is so warm and soothing... It seems to dissolve the shadows trying to claw at us. I feel like we can trust her."

The woman with the lantern guides us to a small, abandoned temple. Vines have crept up its walls and plant life has taken up residency inside. With some difficulty, we manage to reach the main hall, which contains an altar. We find four stones set into the altar top, each engraved with a different symbol.

"Look at those runes... It's the ancient language used to translate the Voice of the Primordials," we note as we approach the altar.

We stretch our hands toward the stones, and, in reply, they light up in front of us. As soon as we touch them, we are flooded with a strong emotion: fragments and notes of a melody that fills the soul have been sealed into those runes. From the top of the mountains to the depths of the ocean, to within ourselves, for a moment, we feel the flow of energy that runs through the entire world. We are overwhelmed with the urge to cry, to laugh, while at the same time, we feel we should preserve these emotions and try to describe the experience in words, but we are unable to say anything. We remain silent and, a moment later, we find ourselves looking into each other's eyes in front of the altar.

"Today, the Voice of the Dragons is so different, as if it were a mere faded copy of the original... How could all this have been lost over time?" we ask. The same light shines in everyone's eyes.

"Today mankind fights for a power that belongs to nature alone... Possessing that power is not what will give mankind the answers it seeks; it is not power that defines who we are."

United, we have finally understood the path we must take. We get up and realize that we have been left alone in the large room. The mysterious figure, who had guided us with her lantern, has vanished.

39 The Stones of the Primordials

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 2x

Plants: 2x 1x 2x

Gain the achievement *"The Lantern Bearer"*.

Unlock Reward cards 26, 27, 28, 29.

Nagarjas blood vision

"Finally, the cave I have been seeking for ages," I think, as I move slowly and cautiously.

An unnatural darkness grips this place and all I have to lead the way is the light from my lantern. I hold it tightly with my long, pointy fingers. It illuminates only a few steps ahead of me, and where its light cannot reach, the black void is suspended menacingly above me: an inky obscurity that unites everything and devours everything.

The soil is stained with dried blood and an acrid, fetid smell fills the air, which gets heavier as I advance into the cavern. After a few more steps, I see them: immense carcasses all around me, so large that my light cannot illuminate them in their entirety.

They have enormous lacerations on their chests, and all over their bodies, there are bite and claw marks.

At the foot of one of the carcasses, I pick up the fossilized remains of a feathered skull from the ground: one of the seven heads that belonged to a gigantic, winged beast of which now only the skeleton remains. In its empty eye sockets, I see all the darkness that surrounds me and claws at my heart. Its brightly colored, iridescent feathers still reflect the light as if trying to tell the story of a past that does not want to be forgotten. I put the skull on my head in the hopes that it may protect me from this darkness.

In front of me, there is a line of other carcasses, which I file past all the way to the back of the cave. Small flowers are growing on their bodies; lost echoes of the lush plant life of the past.

Then, suddenly, from the back of the shadowy void, a slender flame flashes with light and reaches my gaze.

"I've finally found it," I think.

I approach it, quicken my pace, and my heart beats with emotion. I catch a glimpse of a face with human features in the light, hovering motionless in mid-air.

"Who are you?" I wonder aloud.

The details of the face are small shadows, faint nuances playing in the light, his features are round and his gaze is deep. His light passes into my eyes, and expands within me until it reaches my heart, as if caressing my very soul. I stretch out my lantern, and the face moves and then vanishes into the light. A moment later, an immense flash illuminates the cave. My lantern flares up, bright, as warm as an embrace, as strong as the beating of a heart full of newfound hope. I feel the darkness shrinking under the glow of my light. I found my light and it found me.

I will take it all over Thyrea so that humanity can rise up and rediscover itself.

40 The Abyss Beyond the Waterfall

If not already unlocked, unlock the Thunder Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 1x 1x

Plants: 2x 1x 1x 1x

If you have *"The Voice of Woltyar"*, gain the achievement *"Ouroboros"*.

Jekoros blood vision

"There was a time when I would guide my students in their quest for the Voice of the Dragons. In it, they could feel the stirring of powerful emotions and we would live on those emotions, on that strength. But now... If I guided them in search of the Voice, it would lead them to be plunged into a bottomless pit. The Voice of the Indomitable has changed: it has a single emotion, a single note, and it has taken it from us. We fight against each other for power, in an inhumane way. Why do we always desire more? Is it the very nature of power itself that makes us greedy and always dissatisfied? Could things have gone differently?"

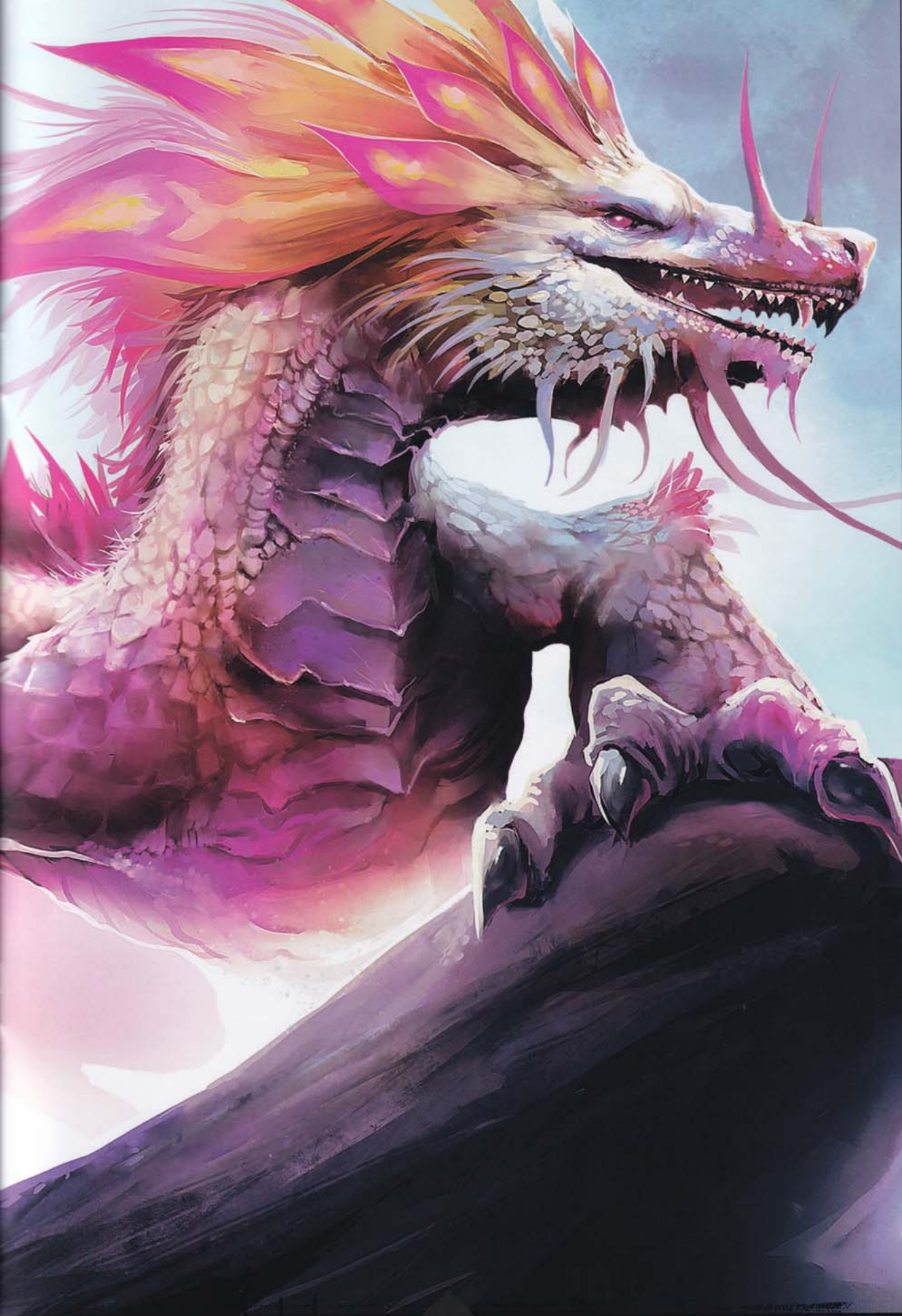
EXPIRATION

36 The Monster of Muara

One of the teams that has just returned to Alborea has reported to Central Command that the Muara outpost was destroyed and has now become Pazis territory. There are no survivors.

37 The River Dragon

A violent earthquake caused the tunnel behind the great Mistaria Falls to collapse and it is no longer possible to explore the passage or find out where it leads.



The bleeding carcass on the ground in front of me is still convulsing in death throes. The heady feeling of battle tempts me and pushes me closer to claim my trophy. My gaze lingers on the creature's chest, where its still-beating heart is slowly dying. Is it my right to possess its power and add its strength to mine?.

I kneel down and, with some confusion, approach its exposed flesh, but I find a hand with long, black, tapered claws positioned between me and my prey. I turn around and I am astonished to find the face of the woman with the lantern, very close to mine. Her eyes look askance at me from behind her pointed bone helmet. They are pools of darkness in which I see the reflection of my face, horribly deformed by my lust for power.

"I don't want to lose myself," I think.

Without using her voice, the woman manages to commun catewith me. I understand what her gaze and her silence mean; she seems so strange and so familiar at the same time. Then she hands me her lantern, and the light seems to caress my frightened soul with sweetness and serenity. At that moment, I clearly feel that the purest form of humanity resides within me. It is a power that wants to be given rather than taken away, an ever-growing light – the more it is shared, the further it can illuminate.

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